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Subject: Re: Geom cleanup - what do you use?  
Posted by [Oblivion](#) on Mon, 30 Oct 2023 12:31:51 GMT  
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Hi Mirek,

Quote: So I have an intention to split Geom, move part to Core (3D geometry stuff mostly, also some geomtric algos like line distance), rest to UppHub.

Incidentally, I had already moved and refactored/cleaned up most of the 3D code of geom package into Point3D, Xform3D (inspired by and similar to the Painter's Xform2D) structures and to their related functions (as part of a very lightweight software-based 3D renderer called Sculptor package, which I needed at the time).

I can send in a pull request next weekend, if you'd like to review. (to speed up)

Best regards,  
Oblivion